

FIG. 1

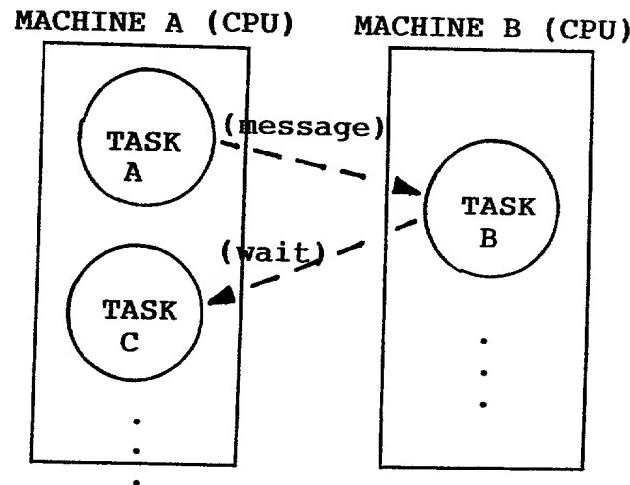
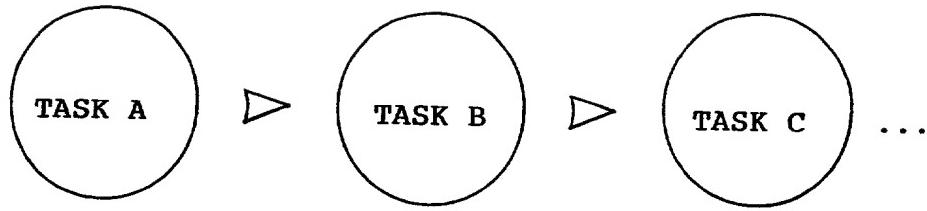
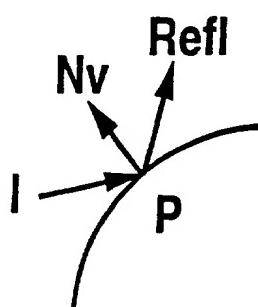


FIG. 2

WAIT problem



- 1) Shading $P \rightarrow P_{col}$
 - 2) Shoot Refl Ray
 - 3) Receive Reflcol
 - 4) $P_{col} + Reflcol$
- WAITING

FIG. 3

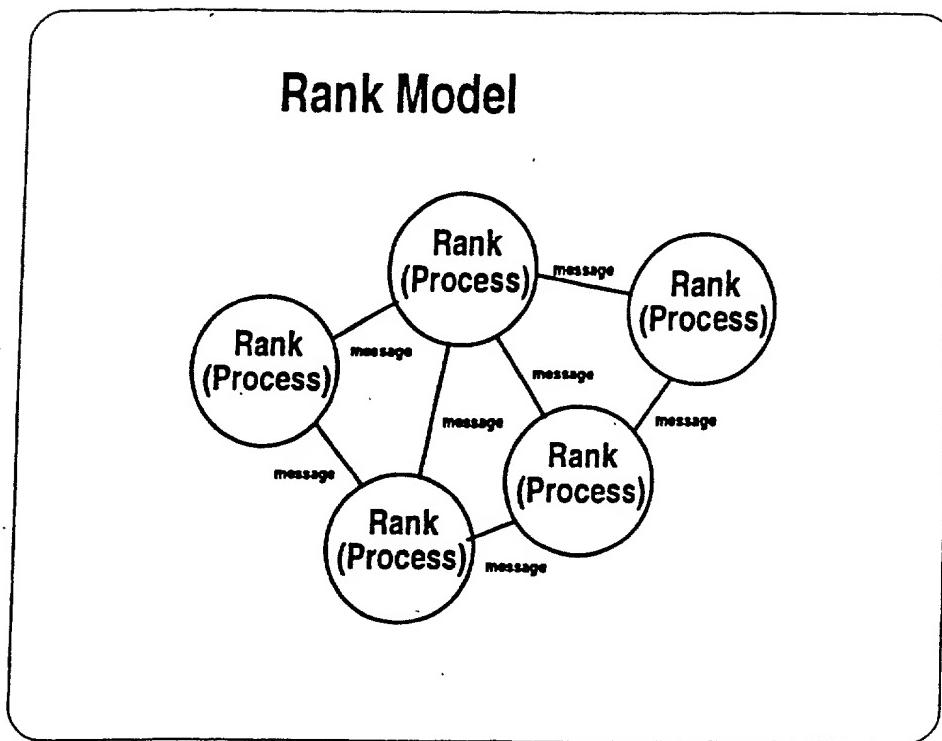


FIG. 4

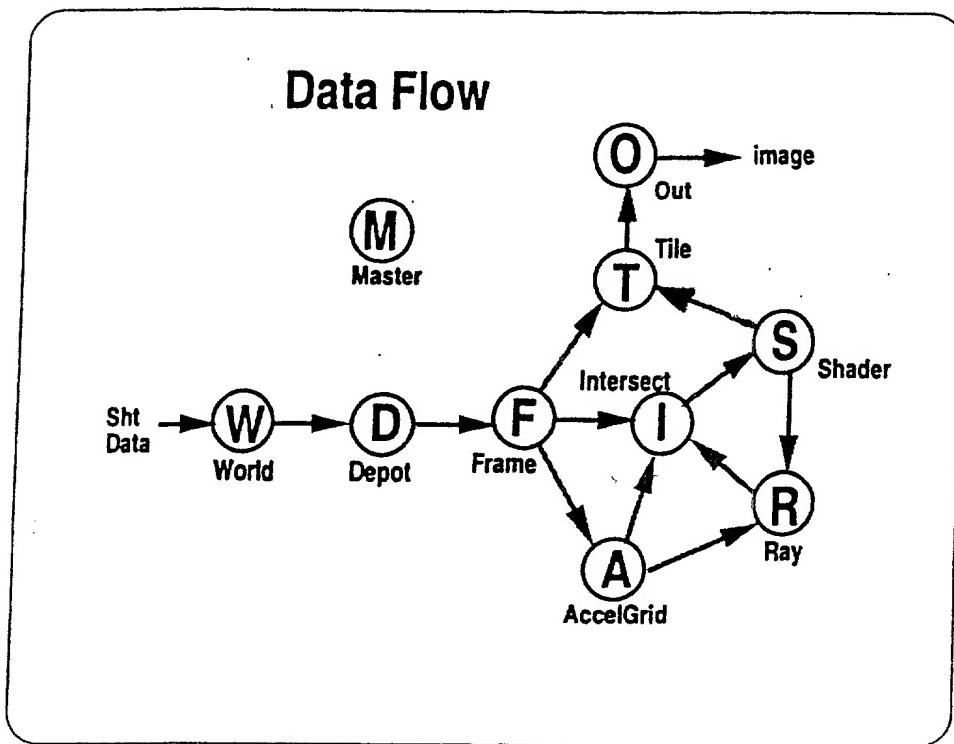


FIG. 5

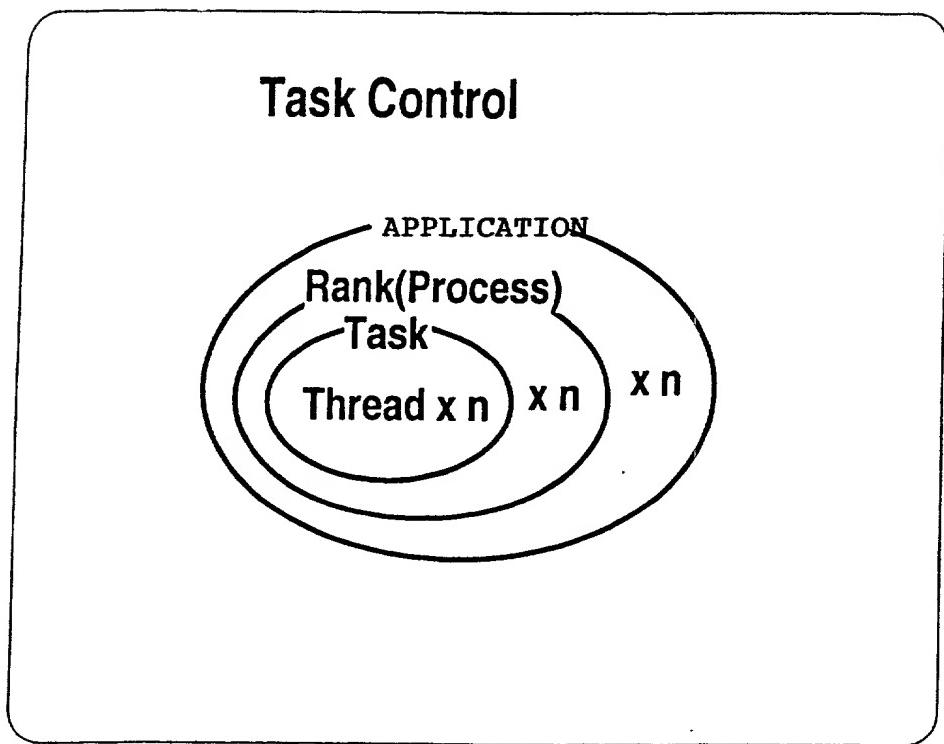


FIG. 6

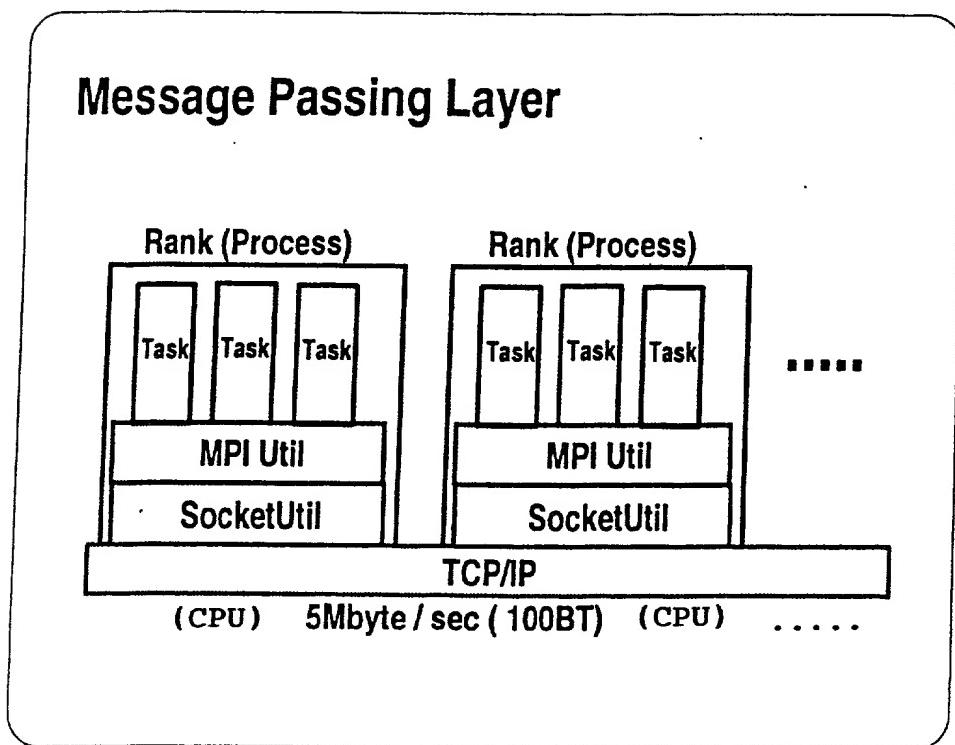


FIG. 7

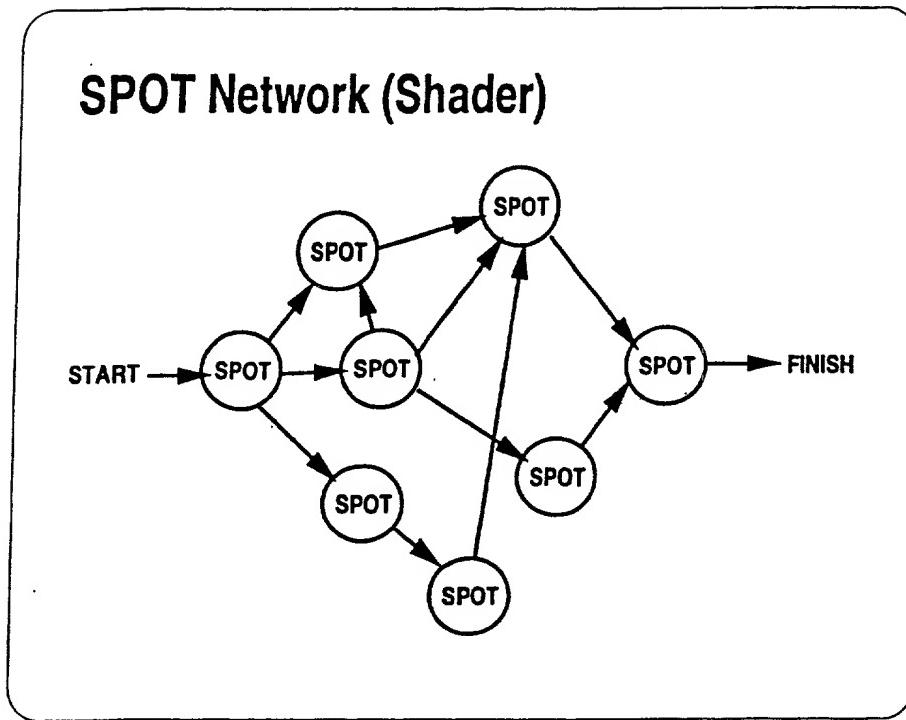


FIG. 8

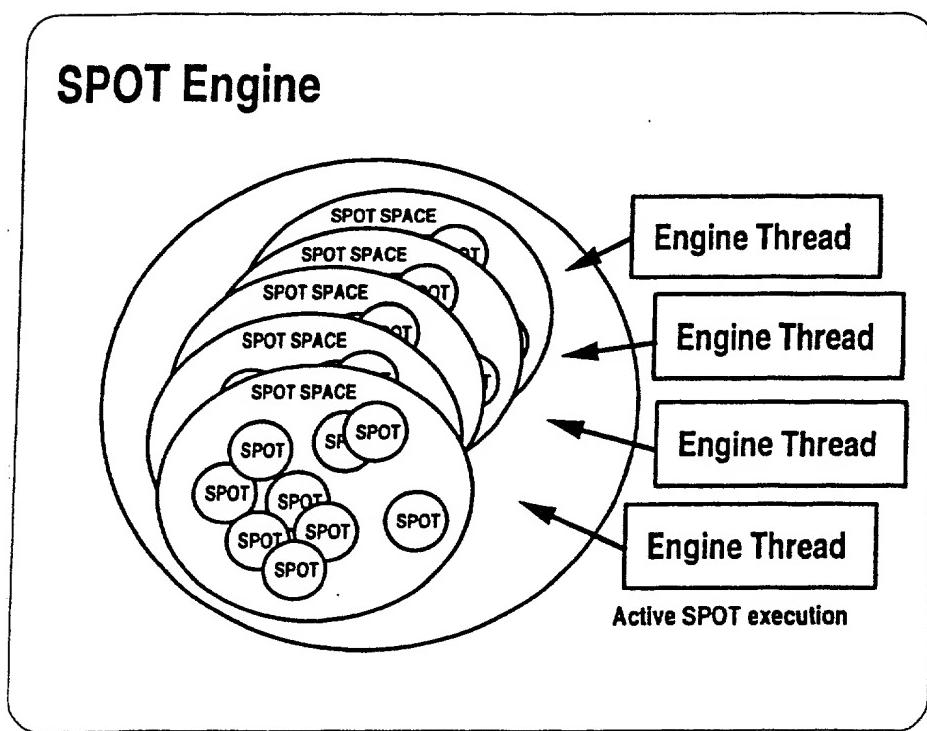


FIG. 9

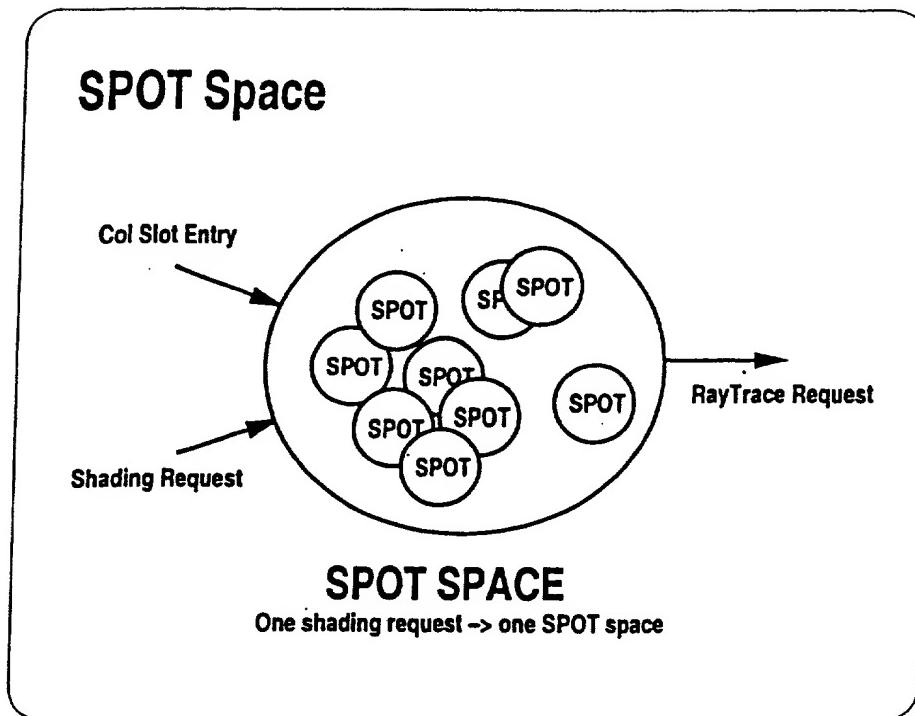


FIG. 10

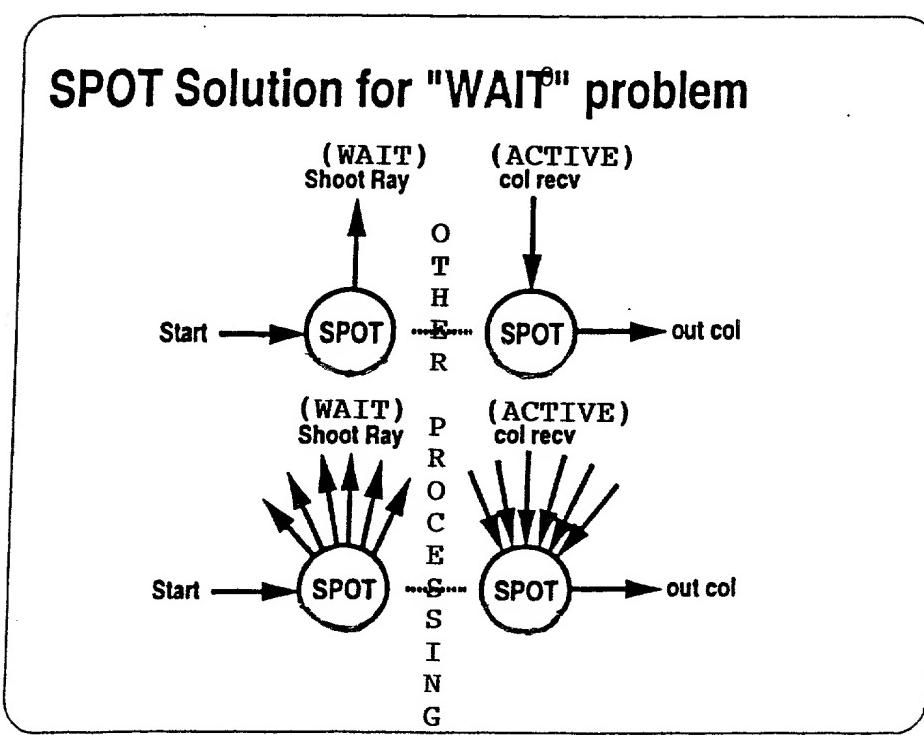
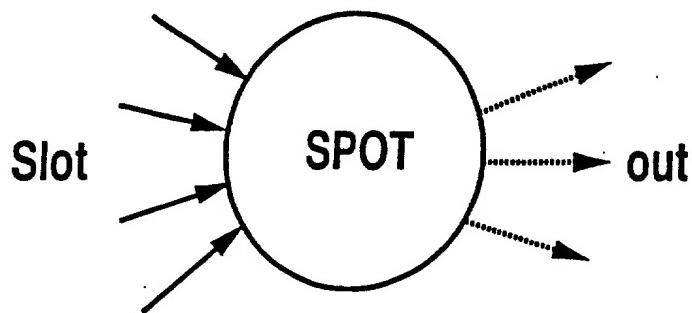


FIG. 11

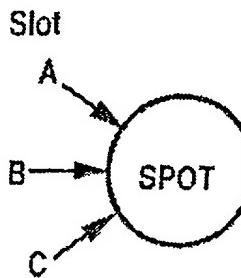
SPOT (Shading POT) object



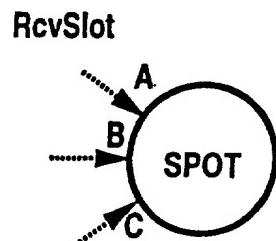
SPOT = data + function

FIG. 12

SPOT Condition



WAITING



ACTIVE
execute by SPOT Engine Thread

(DEAD)

FIG. 13

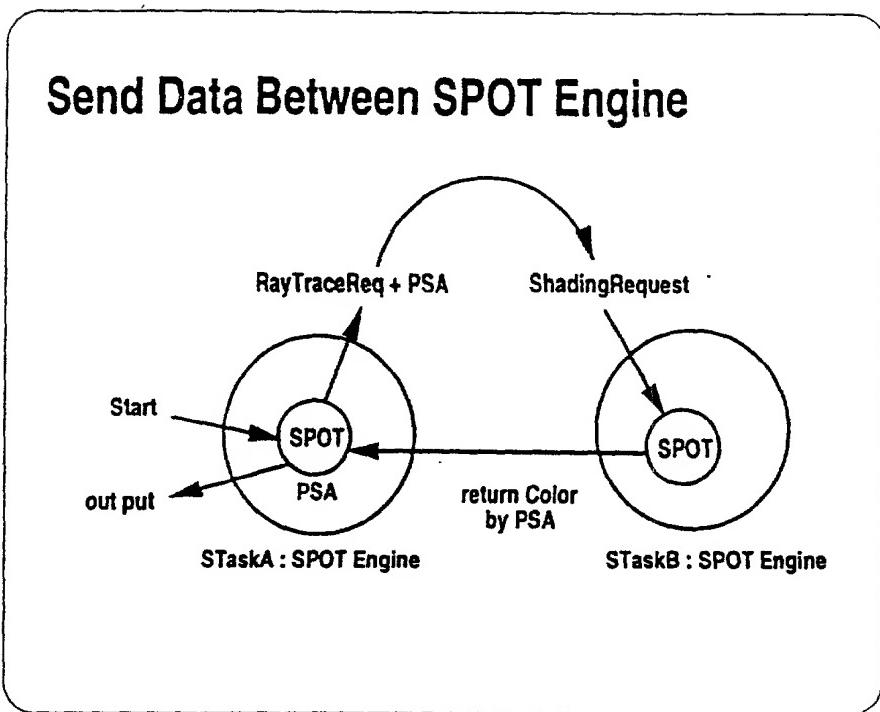


FIG. 14

